



Esteban Pacheco

Phone: 415-298-8593
E-mail: ep@epacheco.com
Web: www.epacheco.com

OBJECTIVE

To work as a 3d modeler or lighting artist in the game or film industry

SKILLS

ARTISTIC

- Modeling and texturing of characters and environments in 3ds Max and Maya
- Sculpting in ZBrush
- Lighting skills in V-Ray and Mental Ray
- Texture painting and drawing in Photoshop
- Editing in After Effects

PROFESSIONAL

- Bilingual: English and Spanish
- Strong organizational skills
- Communicative and collaborative in a team environment

EXPERIENCE

- 24 Hour Bloodline Videogame, San Francisco, CA, 2009
Prop lead artist: Responsible for high-resolution prop modeling and rendering.
Also in charge of providing supervision and tutoring to prop artists
- Architectural MFA Thesis Project, San Francisco, CA, 2009
3d artist: worked on the rendering and texturing of a highschool as part of an architecture student's master's project
- Virtual 3D, Inc., Boca Raton, Florida, 2006
3d artist: Modeled, textured, lit, and rendered models for architectural visualization
- Crogan Photography, Fort Lauderdale, Florida, 2006
Retouching and restoring photographs

EDUCATION

- Academy of Art University, San Francisco, California
MFA in Animation and Visual Effects, 2007-Present
- The Art Institute of Fort Lauderdale. Fort Lauderdale, Florida
Bachelor of Science in Media Arts and Animation, September 2005
CGPA: 3.6
- Instituto Tecnológico de Costa Rica. Cartago, Costa Rica
Computer Programming coursework